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JOB SHEET JS2-4-26
CREATING TIME LAPSES

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JOB SHEET 2-4-26 CREATING TIME LAPSES

INTRODUCTION

A time lapse is a very useful tool in radar interpretation. Such things as merging and splitting storms, turning storms, boundary propagation, boundary intersection, and flooding potential are more easily seen in a time lapse sequence. The user defines the time lapse to suit his/her own purposes. Any graphic product is a candidate for inclusion in one of the three time lapses.

In addition, a time lapse is useful in shift change briefings by giving a picture of the entire history of an event in sequences covering up to 6 hours (or more) of data. Since time lapses are stored in separate files, a time lapse can be created and stored for viewing the next day. The data in a time lapse file is overwritten only when the time lapse is redefined.

OBJECTIVE

Create and invoke a time lapse sequence for a 16 data level Base Reflectivity product and a VIL product.

REFERENCES

NWS EHB 6-631-1, USERS GUIDE: PUP/RPGOP, Section 6.1

PROCEDURE

1. From the Main Menu, type **T** and press **RETURN**.
 - The Time Lapse Menu is displayed.

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MAIN MENU

COMMAND: **T**
FEEDBACK:

Enter command and press **return**. For assistance, press the HELP button (F5).

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(A)DAPTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

UNACKNOWLEDGED ALERTS
ACKNOWLEDGED ALERTS
SYSTEM STATUS

ALPHA PRODUCT QUEUE INDICATOR
RPG PRODUCT REQUEST STATUS

TIME LAPSE MENU

COMMAND: **T**,
FEEDBACK:

Enter command.

(D)ISPLAY, <TL#>, <screen>, <rate>
(DE)FINE *, <TL#> *, <prod-name> *
(DD)DEFINE AND DISPLAY, <screen>, <rate> *, <TL#> *, <prod-name> *
(H)ALT
(R)ESUME

* Footnote: Time Lapse (TL) Define edit screen displayed if command line ends here. May be used for examination as well as editing.

2. At the Time Lapse Menu, type **DE** and press **RETURN**.
 - The Time Lapse Edit Screen is displayed.
 - **Note** - we did not specify anything other than our wish to (DE)fine a time lapse. Notice the asterisks which appear on the Time Lapse Menu. These asterisks, as stated on the screen, imply that the user need not supply all the other information on the line at this time. The user will supply the information sooner or later and could just as easily entered a more complete command at this point.
3. Type **1,R** and press **RETURN**.
 - This command defines Time Lapse 1 as a Reflectivity product.
4. Time Lapse #1 appears in the Edit Line with the Reflectivity default parameters and the cursor placed at the first editable field. Replace the default parameters with the following values:

TL#	-	1	(already defined)
PROD NAME	-	R	(already defined)
DTA LVL	-	16	
RES	-	.54	
SLICE	-	0.5	
Param 1&2	-	Blank	
RPG	-	Blank	

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TIME LAPSE MENU

COMMAND: T,DE

FEEDBACK:

Enter command.

(DI)SPLAY, <TL#>, <screen>, <rate>

(DE)FINE *, <TL#> *, <prod-name> *

(DD)DEFINE AND DISPLAY, <screen>, <rate> *, <TL#> *, <prod-name> *

(H)ALT

(R)ESUME

* Footnote: Time Lapse (TL) Define edit screen displayed if command line ends here. May be used for examination as well as editing.

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: T,DE,1,R

FEEDBACK:

Enter <TL#>, <prod-name>

T	PROD	DTA						START	START	MAX	CONT
L	NAME	LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	TIME	DATE	FRM	UPDATE
1.	CR	16	.54				KOUN			12	Y
2.	R	16	2.2	0.5			KOUN			24	Y
3.	V	16	.27	0.5			KOUN			12	Y

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: T,DE,1,R

FEEDBACK:

Enter <TL#>, <prod-name>

T	PROD	DTA						START	START	MAX	CONT
L	NAME	LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	TIME	DATE	FRM	UPDATE
1	R	16	.54	0.5						12	N
1.	CR	16	.54				KOUN			12	Y
2.	R	16	2.2	0.5			KOUN			24	Y
3.	V	16	.27	0.5			KOUN			12	Y

5.
 - a. START TIME - leave this column blank.
 - b. START DATE - leave this column blank.
 - c. MAX FRM - leave this at the default value 12.
 - If time and date are left blank, the time is automatically determined as the present time minus five minutes into the past for each frame entered in the MAX FRM. Therefore, the start time in this case, is 5 minutes x 12 frames = 1 hour into the past. This is a quick way to set up a 1 hour loop.
6. CONT UPDATE - Make this Y for yes.
 - Do you want the loop to continuously update, Yes or No? If yes, the loop will always end with the most current product. If no, the loop stores exactly the number of frames defined and remains unchanged until the time lapse #1 is redefined. In this example, we always want the latest data, so type in a Y.

NOTE: When the system goes down, either by itself or you initiate a PUPDOWN/PUPUP command sequence, the status of the "CONT UPDATE" column does not change. Therefore, if a "Y" is in this column the time lapse will always update until you change it to "N" for no.
7. Press **RETURN** to save the Time Lapse.
 - The feedback line indicates this loop is defined with the message: **Executed - T,DE,1,R**. This message quickly changes to one which indicates how many frames are currently in the loop: **TL LOOP #1 "X" FRAMES**.
 - When using Continuous Update, the Start Date and Time are automatically filled in until the loop is full. When the loop is filled, these parameters become blank (since the start time/date changes each volume scan).

NOTE Once this time lapse definition is stored, two time lapse files are created and stored on the harddrive. One file stores the high resolution version and the other the low resolution version. When the time lapse display rate is faster than 1 frame per second the low resolution version is displayed.
8. Invoke this Time Lapse by placing the PUCK over the TIME LAPSE 1 box, at the Graphic Tablet, and pressing either puck button. Notice the loop runs on either screen, depending on which button you push.

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: **T,DE,1,R**
 FEEDBACK:

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
1	R	16	.54	0.5						12	N
1.	CR	16	.54				KOUN			12	Y
2.	R	16	2.2	0.5			KOUN			24	Y
3.	V	16	.27	0.5			KOUN			12	Y

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: **T,DE,1,R**
 FEEDBACK:

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
1	R	16	.54	0.5						12	Y
1.	CR	16	.54				KOUN			12	Y
2.	R	16	2.2	0.5			KOUN			24	Y
3.	V	16	.27	0.5			KOUN			12	Y

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND:
 FEEDBACK: **EXECUTED - T,D,1,R**

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
1.	R	16	.54	0.5			KOUN			12	Y
2.	R	16	2.2	0.5			KOUN			24	Y
3.	V	16	.27	0.5			KOUN			12	Y

CONSTRUCTING A TIME LAPSE OF A VIL PRODUCT USING THE DEFINE AND DISPLAY COMMAND.

9. From the Time Lapse Menu, type DD,L,1.0,2,VIL and press **RETURN**.
 - DD is the Define and Display option. This option both defines and displays the created time lapse.
 - L is the graphic <screen>. In this case the Left screen displays the time lapse once it is defined.
 - 1.0 is the <rate> of the frame interval in seconds and tenths of seconds. The choices range from 0.3 to 10.0 seconds. Remember the frame interval can be altered by using the SPEED UP and SPEED DOWN commands, at the Graphics Terminal, while the loop is running.
 - 2 is the Time Lapse Number <TL#>. We are defining Time Lapse 2 of the three available. Note that only ONE time lapse can run at any given time.
 - VIL is the <prod-name>. This part of the command selects the 1 to 3 letter product mnemonic. Our time lapse will display the Vertically Integrated Liquid product.
10. The Time Lapse Define Edit Screen appears. Notice that time lapse 2, with the VIL's default parameters, is already loaded in the edit line. Now you change the default parameters to your liking. Fill out the first 8 fields as follows:

TL (Time Lapse #)	<u>2</u>	(already defined)
PROD TYPE (Product Type)	<u>VIL</u>	(already defined)
DTA LVL(Data Level)	<u>Blank</u>	
RES (Resolution)	<u>Blank</u>	
Slice (el. angle, altitude,etc)	<u>Blank</u>	
Param 1 & 2(additional parameters)	<u>Blank</u>	
RPG	<u>Blank</u>	(Associated RPG)

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TIME LAPSE MENU

COMMAND: T,DD,L,1.0,2,VIL
 FEEDBACK:

Enter command.

(D)ISPLAY, <TL#>, <screen>, <rate>
 (D)EFINE *, <TL#>, <prod-name> *
(DD)DEFINE AND DISPLAY, <screen>, <rate> *, <TL#> *, <prod-name> *
 (H)ALT
 (R)ESUME

* Footnote: Time Lapse (TL) Define edit screen displayed if command line ends here. May be used for examination as well as editing.

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: T,DD
 FEEDBACK:

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
<u>2</u>	<u>VIL</u>									<u>12</u>	<u>N</u>
1.	R	16	.54	0.5			KOUN			12	Y
2.	R	16	2.2	0.5			KOUN	09:00	06/02/94	72	Y
3.	V	16	.27	0.5			KOUN			12	Y

11. START TIME - specify the time of the earliest VIL in your database (use the VIL's pic-a-product menu).
 - Start time is the time you want the loop to start. If you want an hour loop, start it 1 hour prior to the current PUP time. The default start time equals the number of frames specified times 5 minutes. In this example, our start time will be the oldest VIL time in our database.
12. START DATE - blank
 - Start date is the date you want the loop to start. Leaving the date blank defaults to the current date.
 - If the date of the products in your database is different than the current PUP date, then you would may need to specify the date.
13. MAX FRAME - 72
 - This is the maximum number of frames allowed in a loop. Since we do not know the number of frames actually available, specify the maximum to get as many as possible in the loop. The actual length of the time lapse (number of frames) depends on how many versions of the product are in the database.
 - ***Note** - The frame count, start date/time, and scan strategy determine how much actual time your loop covers. For example, 12 frames cover about 1 hour in VCP 11. However, in VCP 32, a new product arrives every 10 minutes, so 12 frames cover about 2 hours in time once it is completed.

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN											
COMMAND: T,DD											
FEEDBACK:											
Enter <TL#>, <prod-name>											
T	PROD	DTA	RES	SLICE	PARAM 1	PARAM 2	RPG	START	START	MAX	CONT
L	NAME	LVL						TIME	DATE	FRM	UPDATE
2	VIL							??:??		12	N
1.	R	16	.54	0.5			KOUN			12	Y
2.	R	16	2.2	0.5			KOUN	09:00	06/02/94	72	Y
3.	V	16	.27	0.5			KOUN			12	Y

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN											
COMMAND: T,DD											
FEEDBACK:											
Enter <TL#>, <prod-name>											
T	PROD	DTA	RES	SLICE	PARAM 1	PARAM 2	RPG	START	START	MAX	CONT
L	NAME	LVL						TIME	DATE	FRM	UPDATE
2	VIL							??:??		12	N
1.	R	16	.54	0.5			KOUN			12	Y
2.	R	16	2.2	0.5			KOUN	09:00	06/02/94	72	Y
3.	V	16	.27	0.5			KOUN			12	Y

14. Type **N** for No on CONT UPDATE.
 - We will use this time lapse to brief the oncoming shift of the events during the last several hours. We also may want to save this event for the day shift to look at tomorrow. With “N” for continuous update, the time lapse is saved in your PUP until a new time lapse is defined.
15. Press **RETURN** to save your changes.
 - Remember this time lapse was defined using the “Define and Display” command. Once the PUP creates the defined loop, it automatically displays this loop on the left graphics screen. You may choose other time lapse manipulations via the Graphics Tablet. For example, you may add or subtract background maps but overlays cannot be displayed during a loop.
 - This Time Lapse automatically runs on the LEFT Graphic Screen simply because we specified the LEFT screen in the Define and Display Menu Command. However, the screen is **not** defined in the time lapse definition itself. That is, the next time you run this time lapse you may invoke it on either graphic screen.
 - A final reminder, don’t forget that only one time lapse can run at a time. Also, a time lapse may be stopped by invoking the TIME LAPSE RES/HALT box on the graphics tablet or by calling up any product on the same screen the loop is running.

END

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND: **T,DD**
 FEEDBACK:

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
2	VIL							??:??		72	<u>N</u>
1.	R	16	.54	0.5			KOUN			12	Y
2.	R	16	2.2	0.5			KOUN	09:00	06/02/94	72	Y
3.	V	16	.27	0.5			KOUN			12	Y

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TIME LAPSE DEFINE AND DISPLAY EDIT SCREEN

COMMAND:
 FEEDBACK: EXECUTED - T,DD,L,1.0,2,VIL

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM 1	PARAM 2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
1.	R	16	.54	0.5			KOUN			12	Y
<u>2.</u>	<u>VIL</u>				EXAMPLE		<u>KOUN</u>	<u>13:10</u>	<u>03/06/94</u>	<u>28</u>	<u>N</u>
3.	V	16	.27	0.5			KOUN			12	Y